

50

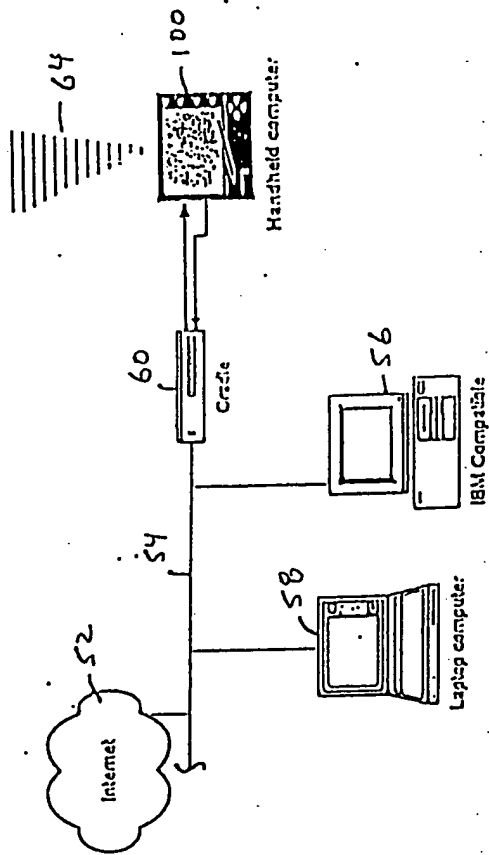


FIG. 1

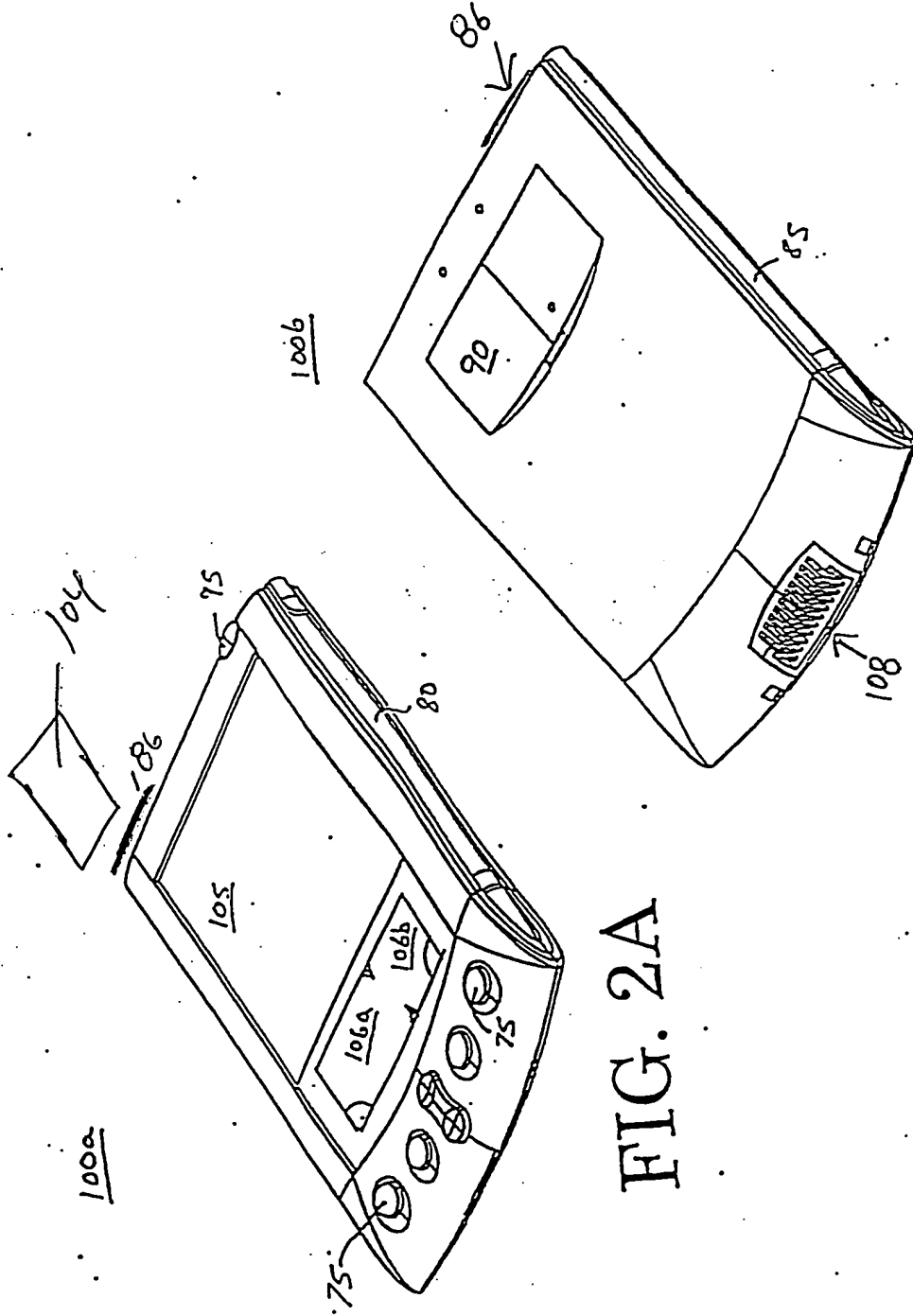


FIG. 2A

FIG. 2B

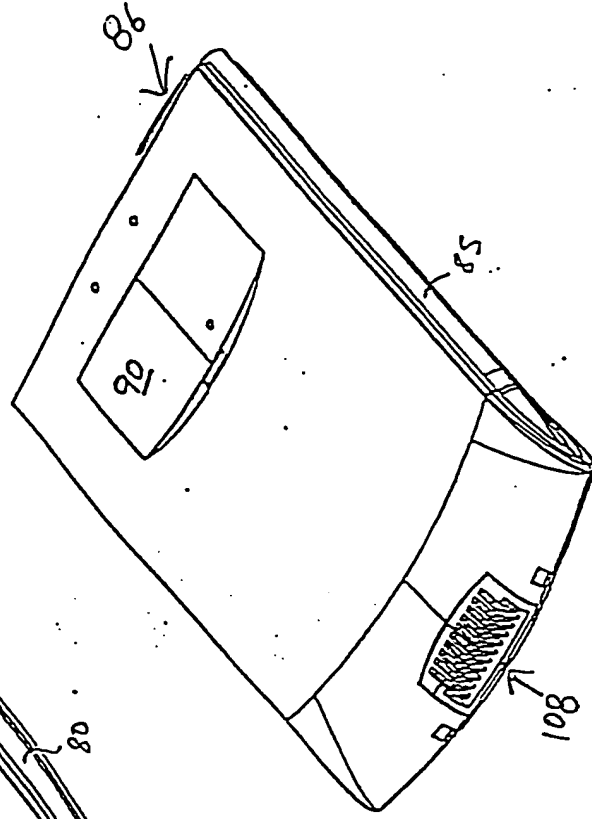


FIG. 2B

100

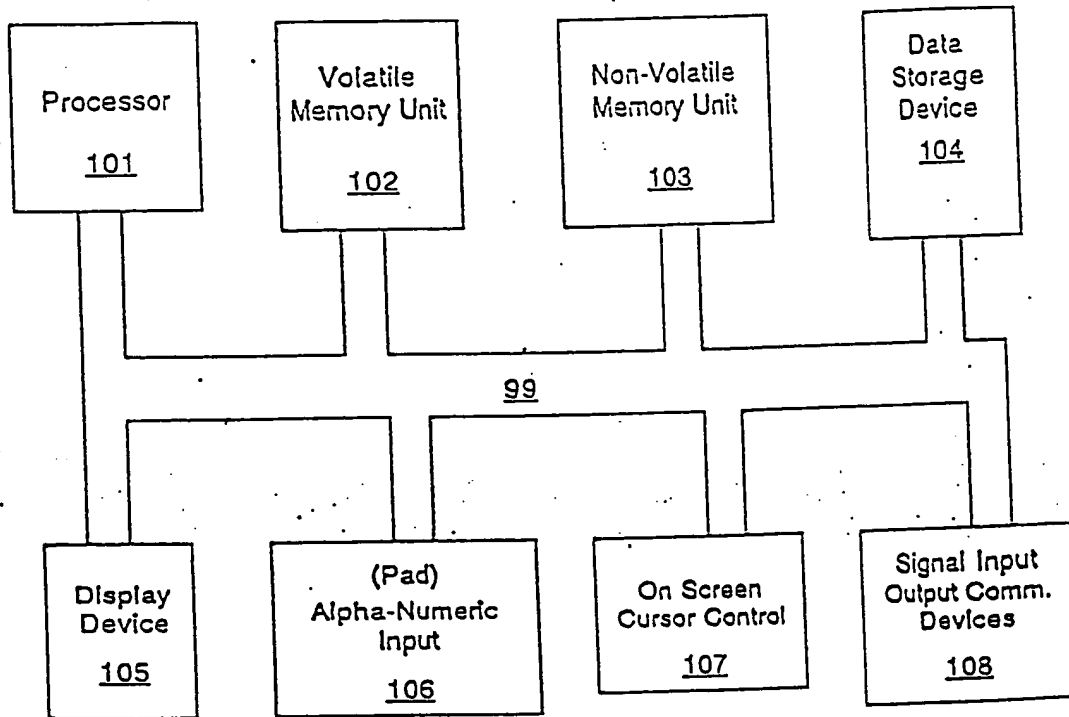


Fig. 3

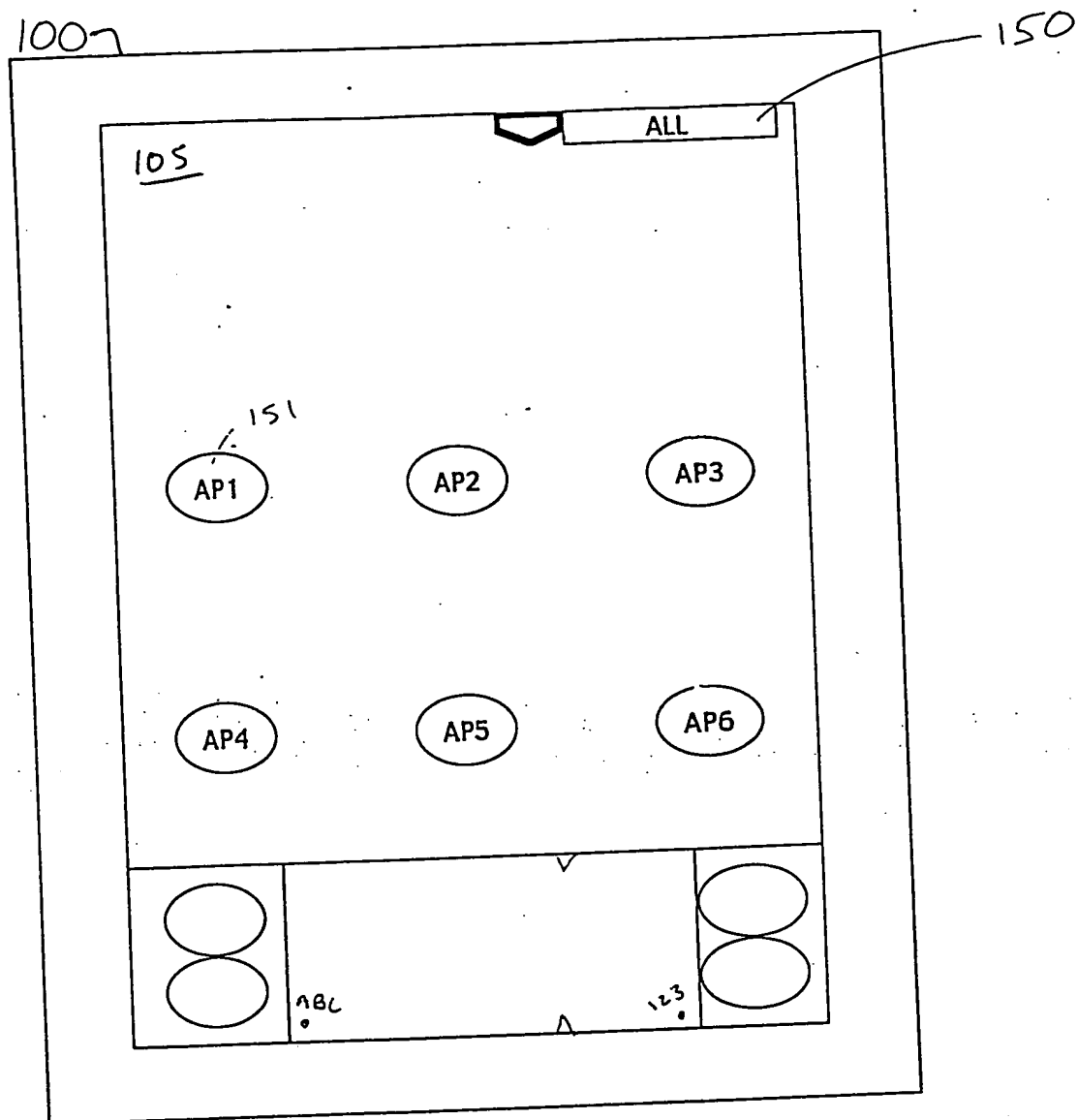


Fig. 4/

FIG. 5

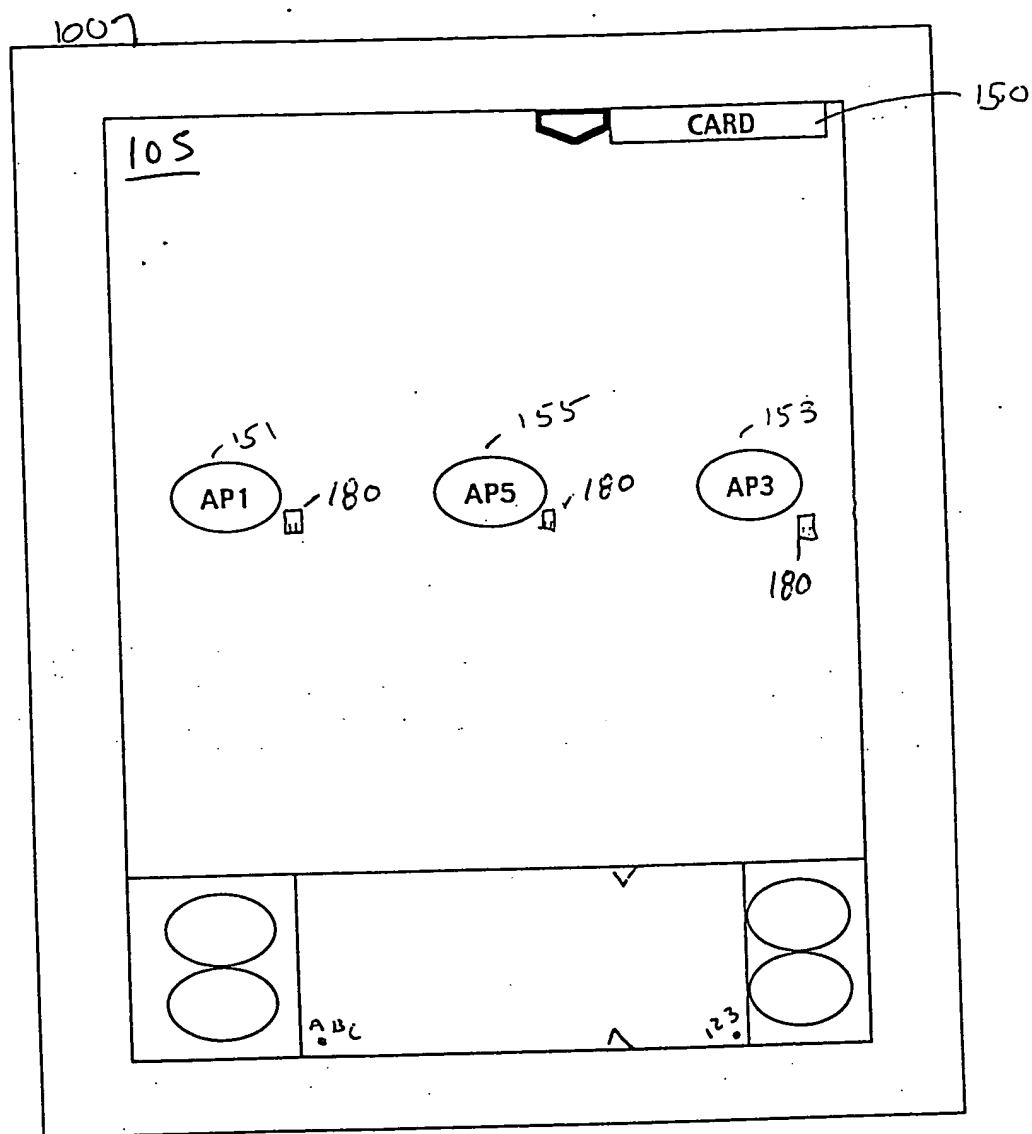


Fig. 5

FIG. 6

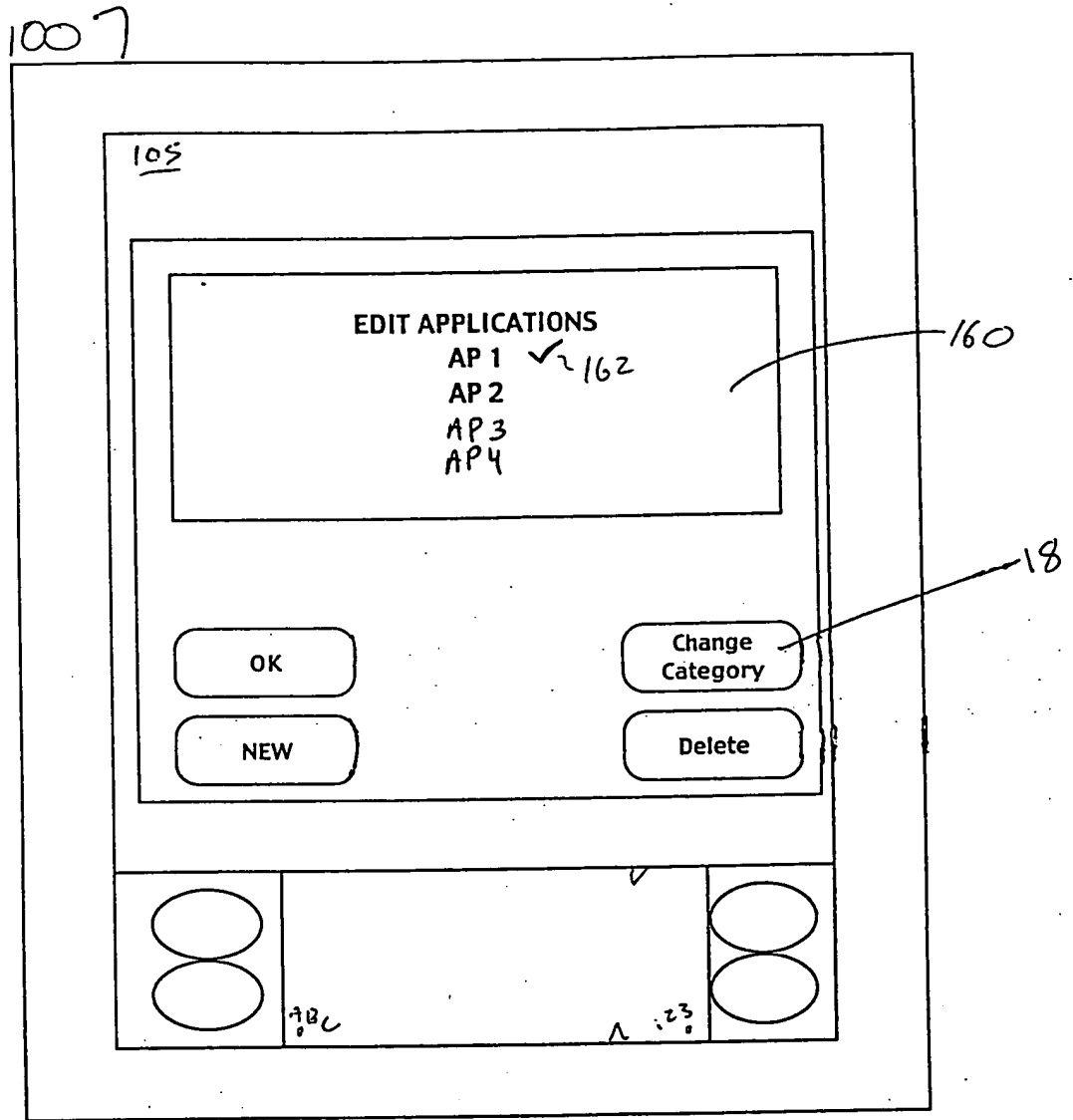
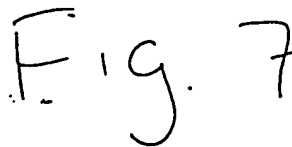


Fig. 6

Figure 1 consists of 12 sub-diagrams labeled (a) through (l), arranged vertically. Each diagram shows a different stage in the construction of a 3D model of a human head and neck. The models are represented by various geometric shapes, lines, and text labels. The progression starts with a simple outline in (a) and gradually adds more detail, including facial features, neck structure, and specific anatomical components like the larynx and trachea, as seen in the later diagrams like (i) and (j). Labels such as 'LARYNX', 'TRACHEA', 'HYOID BONE', and 'CERVICAL VERTEBRAE' are used to identify specific parts of the model.



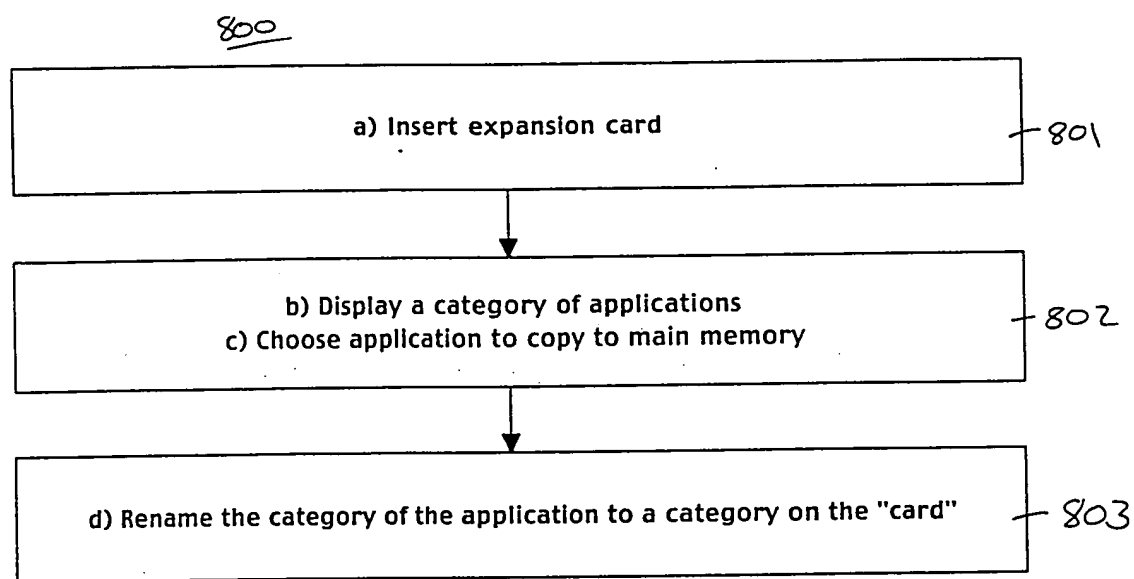


Fig. 8



FIG. 9

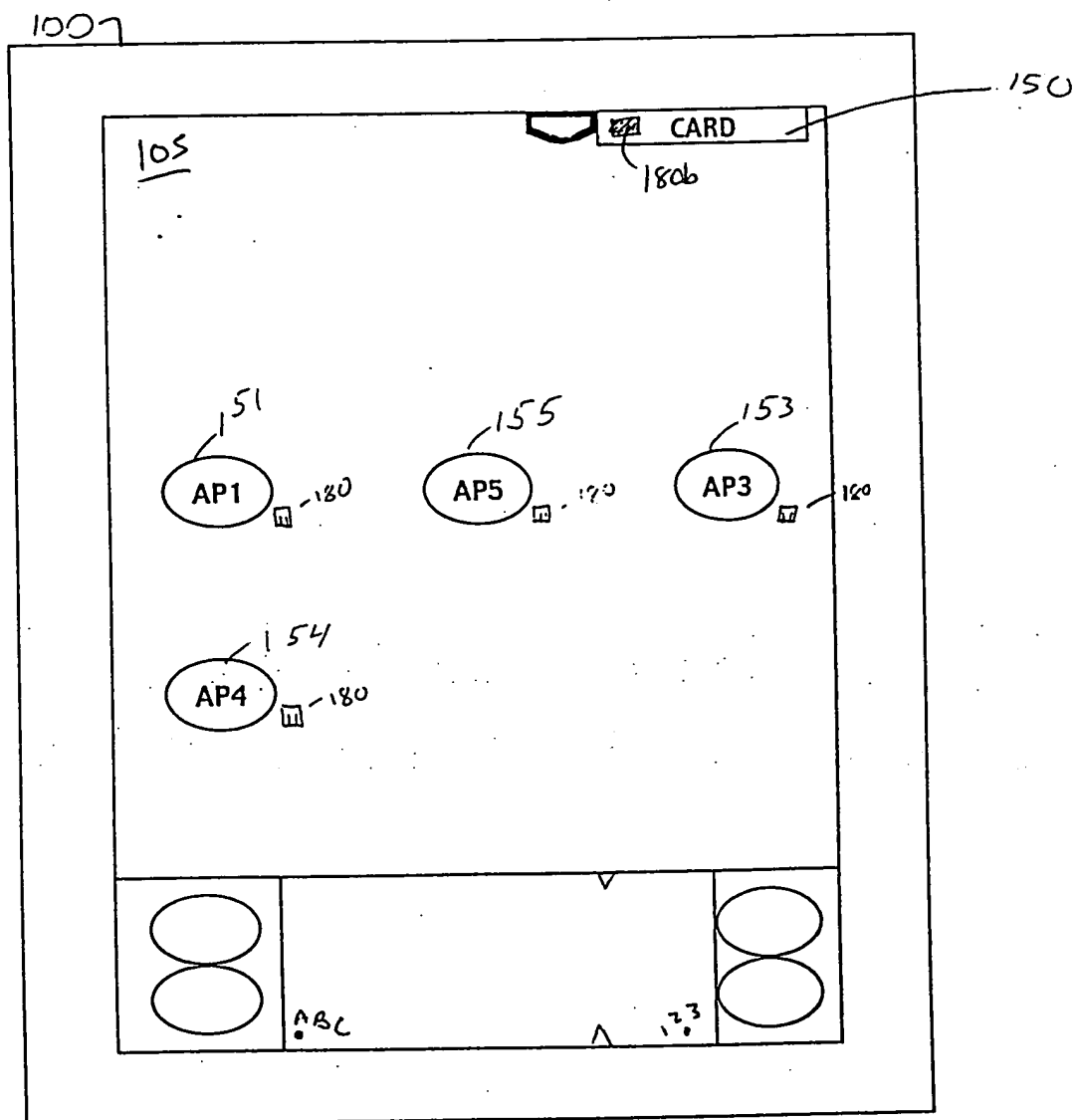


Fig. 9

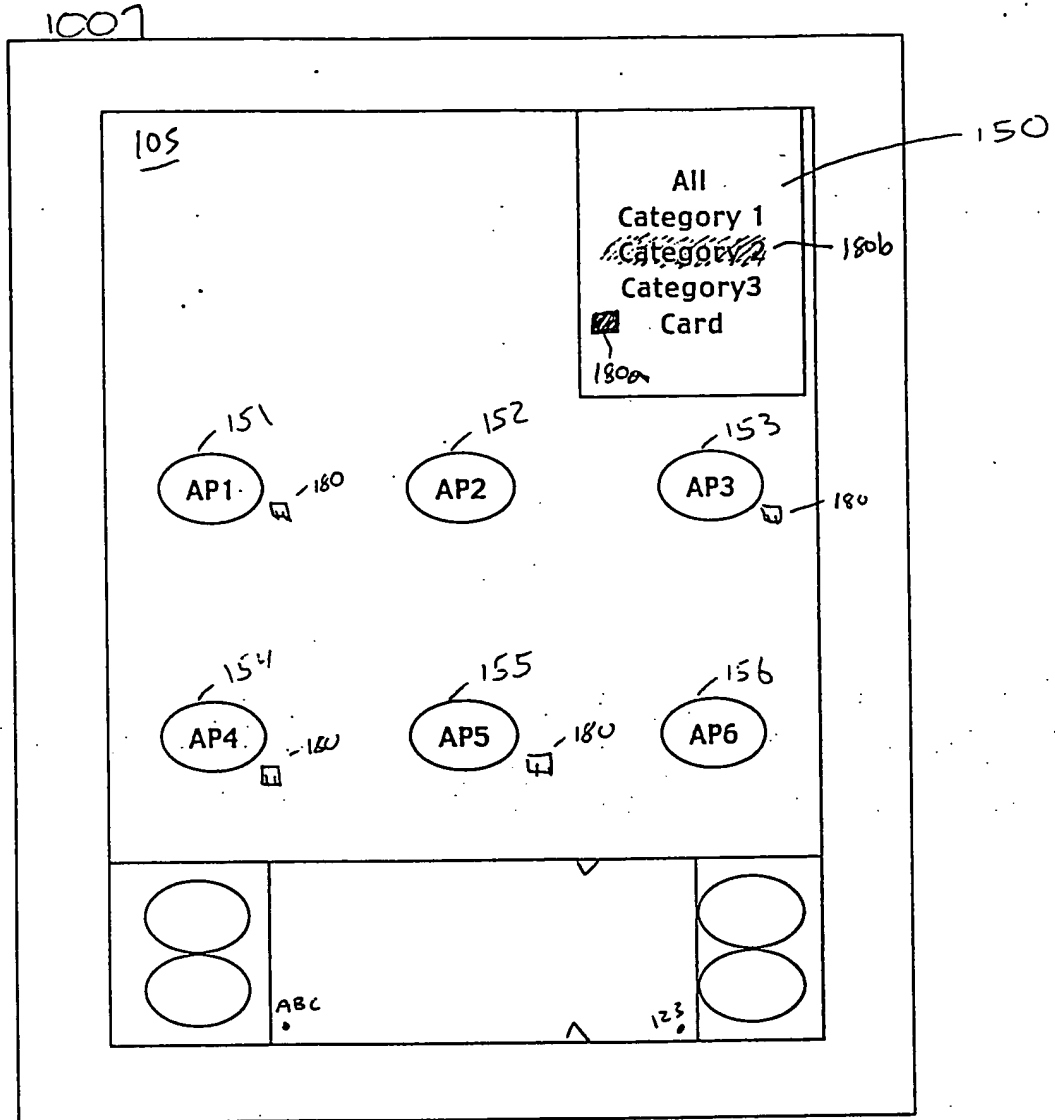


Fig. 10

1100

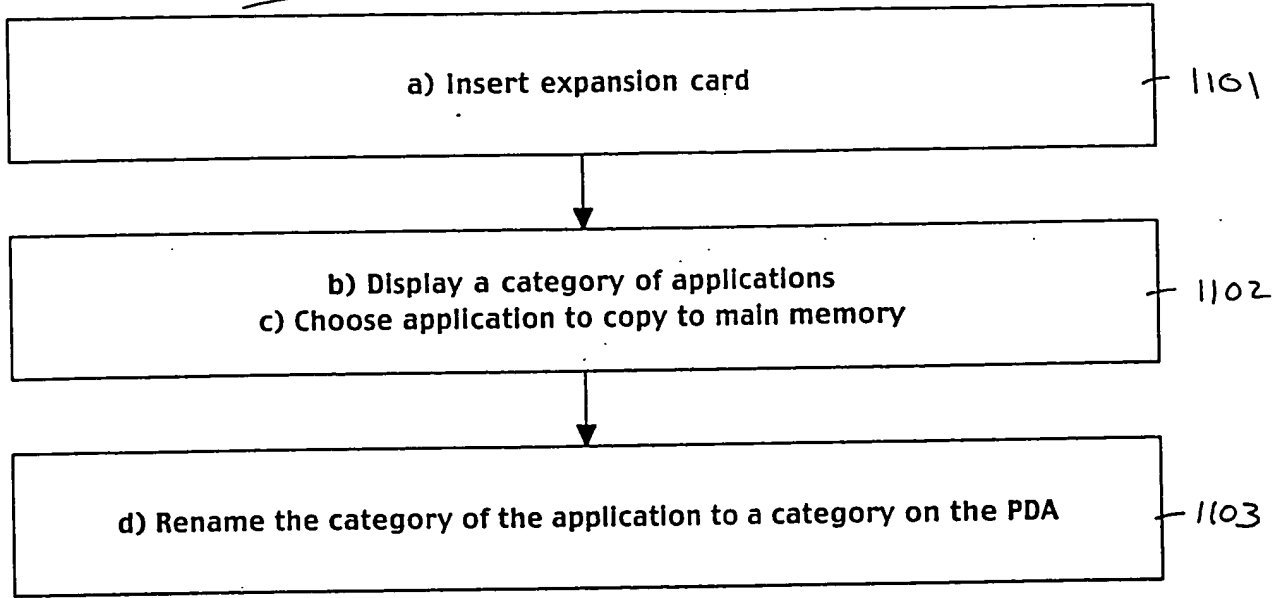


Fig. 11

1700

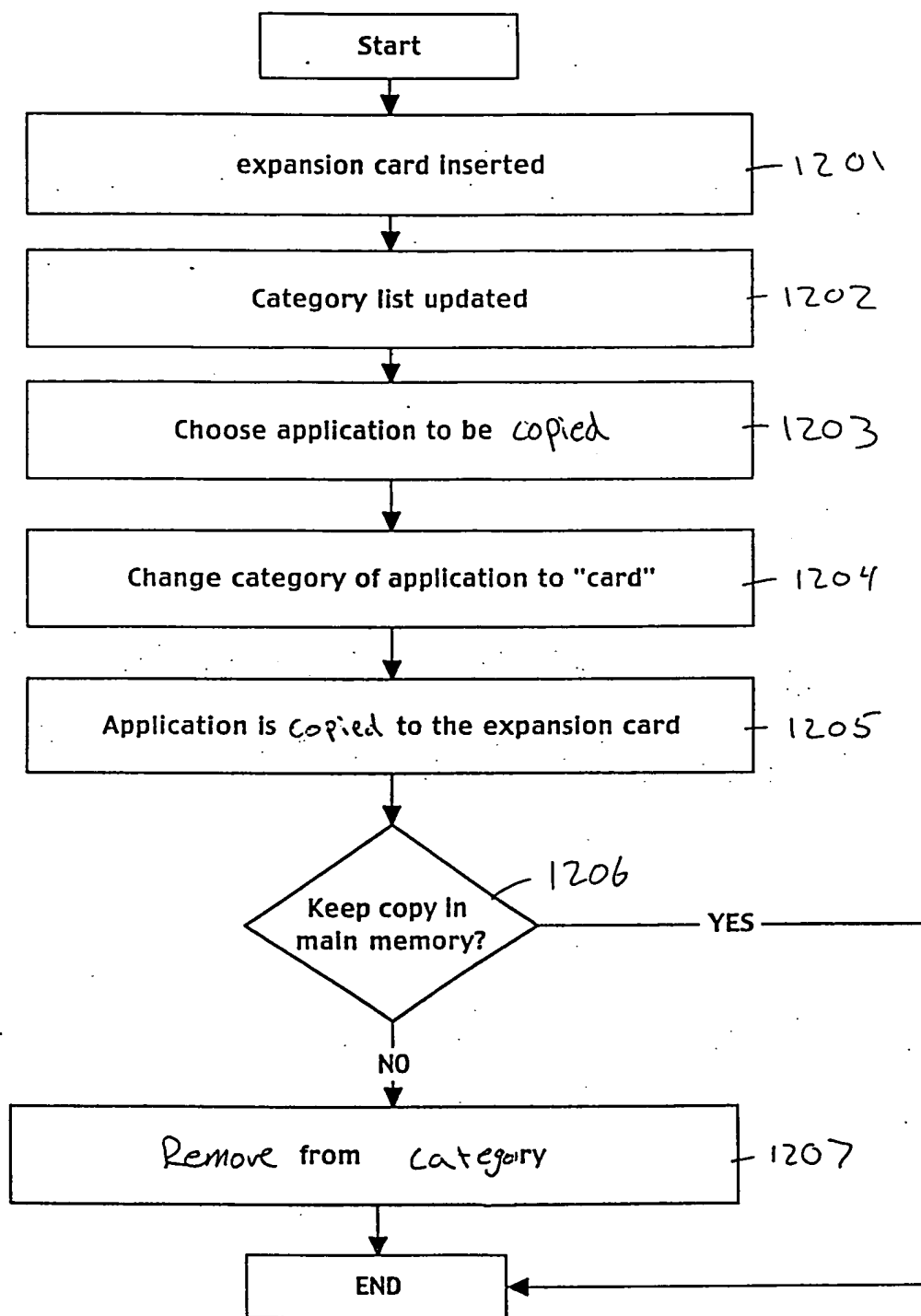


Fig. 12